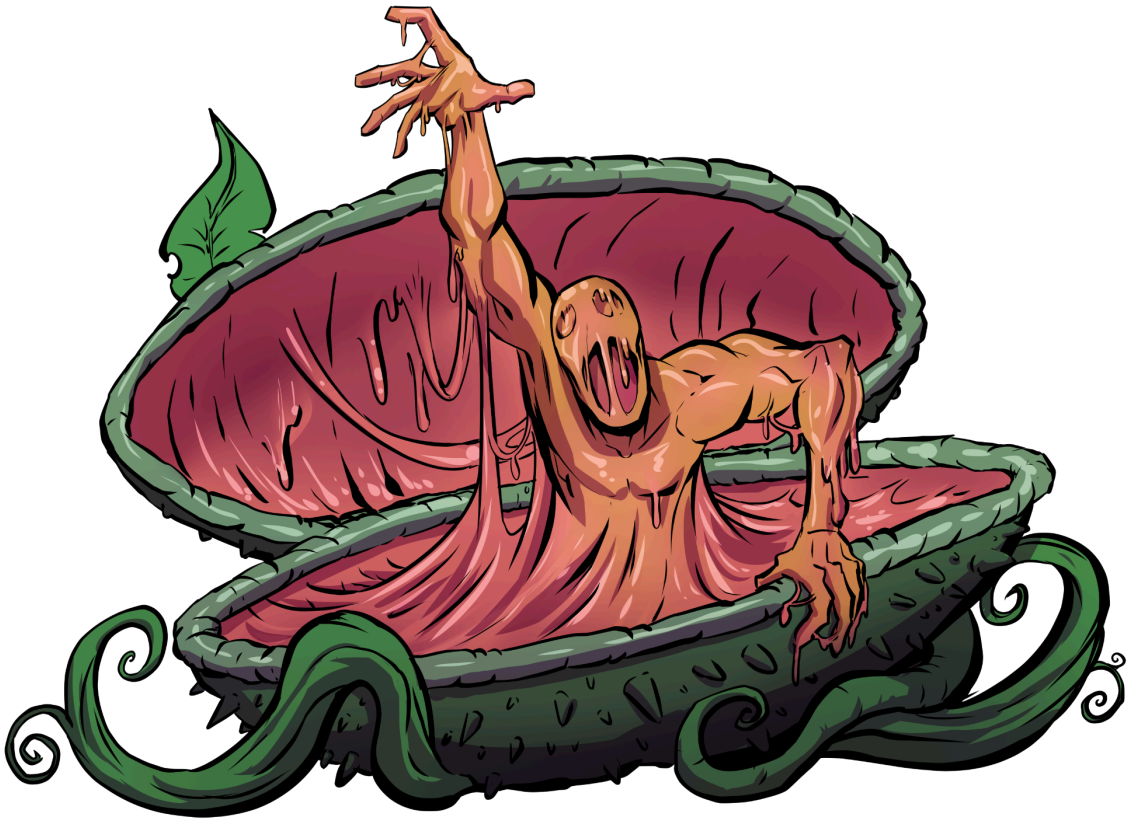

DOPPELGANGER PLANT

Body Snatching Plant Life

Habitat: Grassland, Forest, Underdark; **Treasure:** None

A doppelganger plant is a massive nest of vines and glossy leaves tying together several melon-like pods, each the size of a casket. These pods hold the trapped souls of creatures who have been victimized by the plant's insidious soul stealing magic. The plant feeds on these souls until their life essence is entirely used up, at which point the rotting pod falls from the plant like overripe fruit.

When a creature has its soul snatched by the plant, its body becomes nothing more than a tool for the plant to use in whatever sinister goal it has set. The mental bond between the plant and a podling is so powerful that it can control the creature from anywhere in the multiverse as long as it has the creature's soul trapped inside a pod. The plant will use its podlings as eyes, ears, and hands to enact terribly

elaborate schemes. In the event that two doppelganger plants should find themselves in the same area, they often choose to work together, and very seldom end up at odds with one another.

Nobody knows precisely what causes these villainous plants to sprout, but their arrival is often preceded by prophecy, ill omens, and other such tidings of doom that often aren't even directly tied to the plant themselves.

Doppelganger Plant

Gargantuan Plant, Neutral Evil

AC 14 **Initiative** -2 (8)
Hit Points 248 (16d20 + 80)
Speed 5 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	**DEX** 7	-2	-2	**CON** 20	+5	+5
INT 20	+5	+10	**WIS** 13	+1	+6	**CHA** 5	-3	+2

Sills Deception +7, Persuasion +7, Survival +6
Immunities Blinded, Charmed, Deafened, Frightened, Prone, Restrained
Resistances Bludgeoning, Fire, Lightning, Piercing
Senses Blindsight 240 ft.; Passive Perception 11
Languages -
CR 13 (XP 10,000; PB +5)

Actions

Multiattack. The plant makes two attacks with its Vines.

Vines. *Melee Attack Roll:* +9, reach 60 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage and the target has the Grappled condition (escape DC 17).

Mind Bondage (1/Day). *Charisma Saving Throw:* DC 18, one unconscious creature within 1 mile of the plant. *Failure:* The plant grows a new pod on its body that is the same size as the target, and the target's soul is pulled from their body and placed inside the newly grown pod. While their soul is trapped within a pod, the target's body is a podling under the plant's control.
A podling's game statistics are the same as they were before being targeted with Mind Bondage, except that they do not need to eat, sleep, or breath. They retain all memories, skills, and class abilities known by the original creature. If they need to make a skill check,

they may use their own bonus or the plant's bonus if it is a skill in which the plant is proficient.
If the plant takes more than 30 damage in a single turn, one of the pods breaks, freeing the soul inside, and allowing that soul to return to its body and regain control. If the body has died, the soul moves on to the afterlife.
A trapped creature's soul is slowly consumed by the plant. After 4d4 days, the soul is destroyed and the pod housing it sloughs off the plant and begins to rot.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the plant can expend a use to take one of the following actions. The plant regains all expended uses at the start of each of its turns.

Choke Life. *Strength Saving Throw*: DC 17, all creatures with the Grappled condition from the plant's vines. *Failure*: 9 (2d8) Bludgeoning damage and the target gains the Restrained condition (escape DC 17).

Vine Whip. The plant makes a Vines attack

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